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POSTERS INSIDE

# HE-MAN AND THE MASTERS<sup>TM</sup> OF THE UNIVERSE

## MAGAZINE

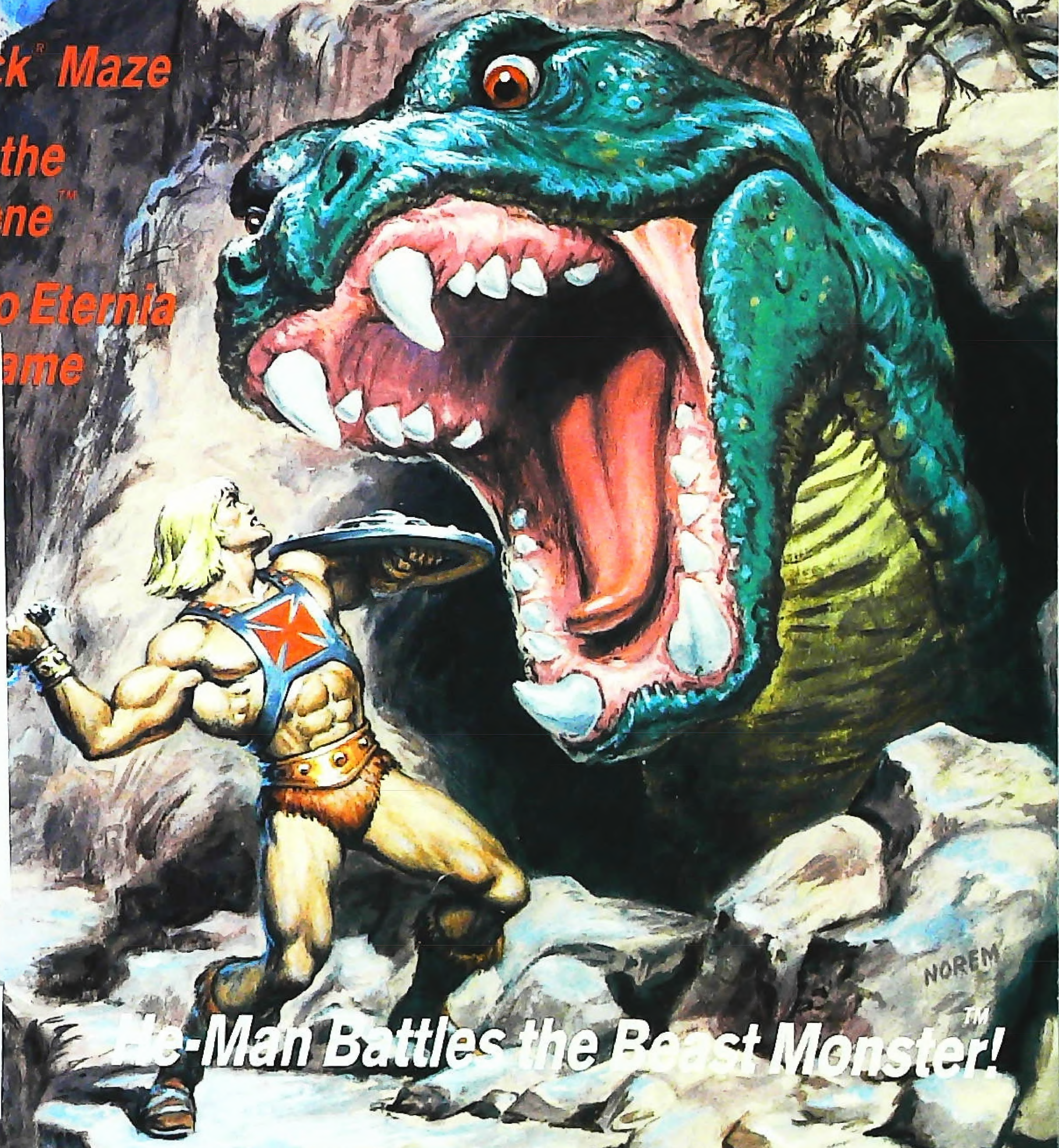
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HE-MAN AND THE MASTERS OF THE  
UNIVERSE MAGAZINE (ISSN 0749-4521)  
is published quarterly for \$6.00 per year by  
Telepictures Publications, Inc., 300 Madison  
Avenue, New York, NY 10017. Application to  
mail at Second-Class postage pending at New  
York, N.Y. and at additional mailing offices.  
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character names are trademarks of Mattel, Inc.  
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Number 4.

Postmaster: Send address changes to  
HE-MAN AND THE MASTERS OF THE  
UNIVERSE MAGAZINE, Post Office Box 490,  
Patterson, NY 12563.

Cover Illustrated by Earl Norem

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Poster Game



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Greetings from Eternia!

Adventure awaits you, my heroic friends! Here's our Fall issue, full of action and excitement just for you.

Our special poster game challenges you to escape from the Fright Zone to the safety of Eternia. But beware, there's trouble everywhere you turn! The terrible Beast Monster from the Fright Zone is featured on another poster in this issue.

Plus, a double dose of evil is waiting in a super story as The Evil Horde and the Evil Warriors battle on the Flashball field. What happens to the Heroic Warriors when Eternia is covered with black clouds? See who helps us out in "The Darkest Day."

We're glad you've joined us in our continuing battle against the evil forces. We'll be back with more action for you in November.

**He-Man**



Illustration by James Sherman



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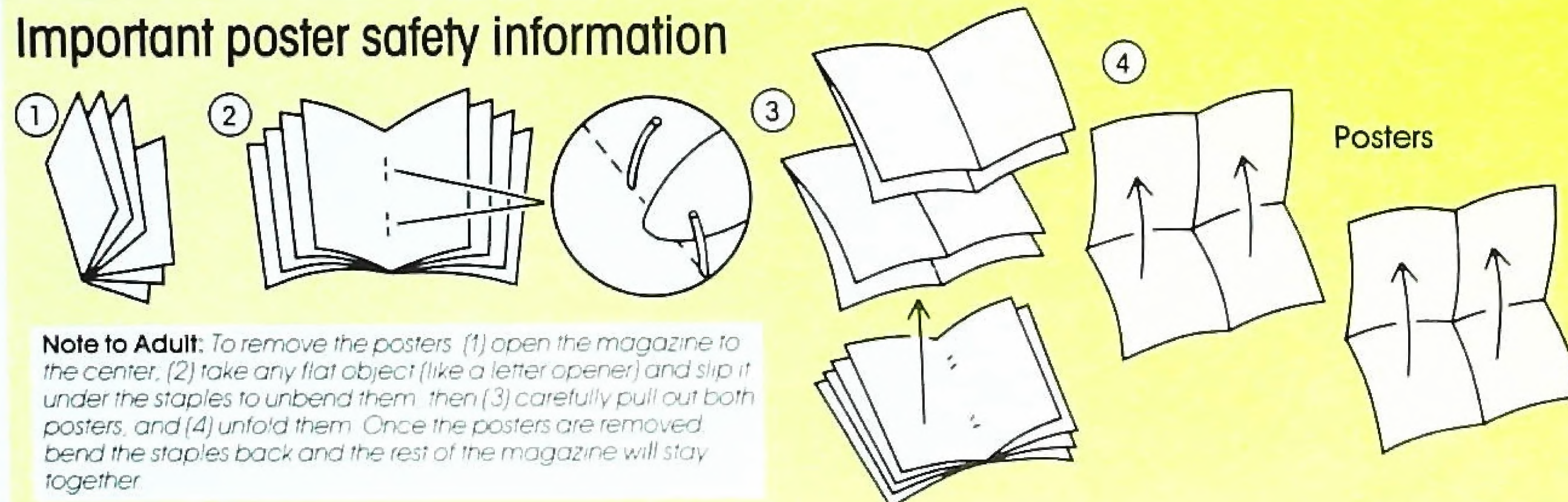
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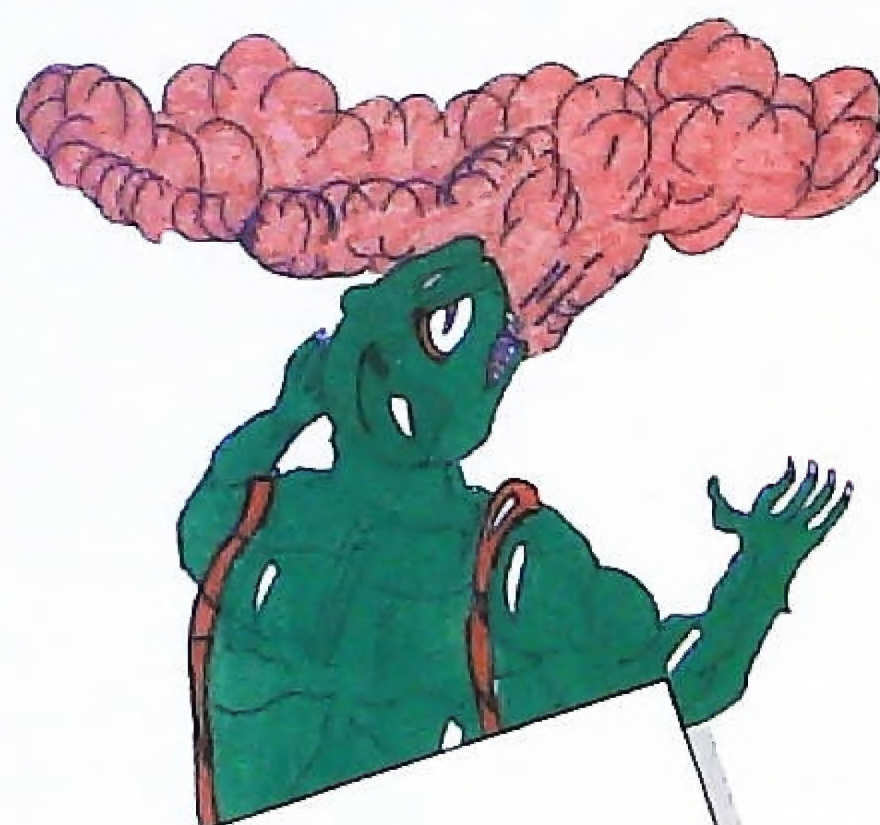


# THE HE-MAN MAILBOX

Dear He-Man,

I am twelve years old. I like drawing and am one of the best artists in my school. You're the best, He-Man! I am your number one fan! Here's my picture of Kobra Khan.

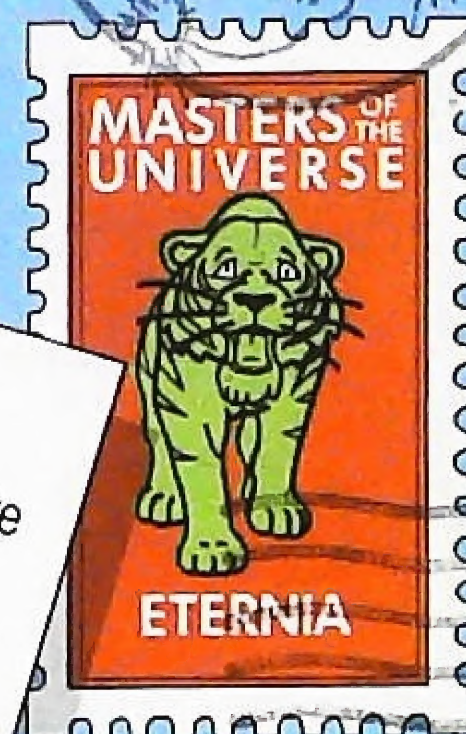
Adrian Jones  
Memphis, Tennessee



Dear He-Man,

I am five years old. My favorite Heroic Warrior is Roboto. My brother and I like to create new characters to help you in Eternia. Our latest creation is one named Radon. His power is that he can shoot energy bolts.

Peter Wonsowski  
Carmel, Indiana



Dear He-Man,

I think you're really powerful. I don't know what Eternia would do without you! Keep up the good work fighting Skeletor. By the way, I am nine years old.

Bethany Patishnock  
Point Marion, Pennsylvania

Dear He-Man,

I am eleven years old and I just figured out something we have in common. My last name is Herman. If you take out the 'r', my last name becomes He-Man! Good luck on Eternia.

Mike Herman  
Topeka, Kansas

Dear He-Man,

I drew this picture of Castle Grayskull from "The Sketch Pad" in the Summer magazine. I am six years old.

Gabe LaPeer  
Etawas, Michigan

Dear He-Man,

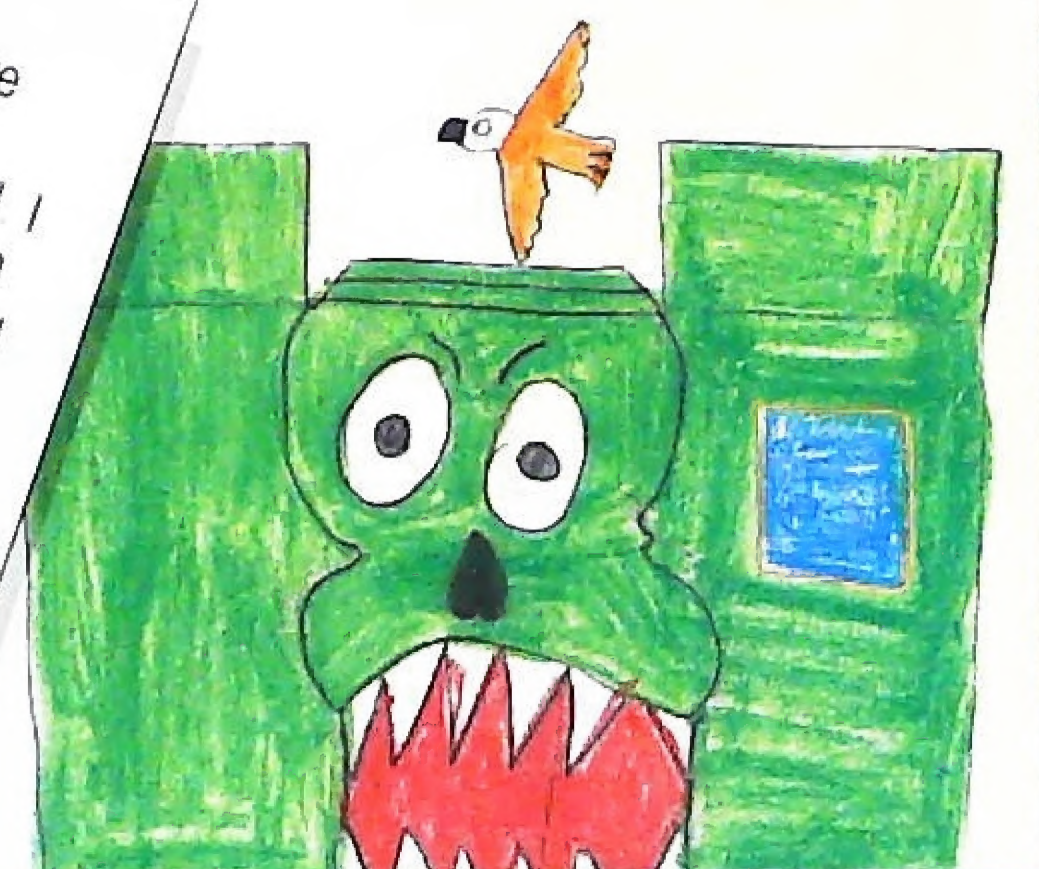
I like you because you are smart, strong, and very talented. I am ten years old. I was Mer-Man for Halloween last year. Maybe I will be you for Halloween this year!

Robin Bean  
Wolfeboro, New Hampshire

Dear He-Man,

Two Bad is a warrior who is very hard to defeat. Even so, he's my favorite Evil Warrior. Try your best when you have to battle with him. I am ten years old.

Brian Sansverie  
Yonkers, New York



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SF5



Dear He-Man,

I like the stories and activities in your magazine. I am ten years old and I wrote a poem for you.

He-Man at Grayskull, defending the hall  
From two Evil Warriors, Screech and  
Trap Jaw.  
Sorceress and Teela, fighting Skeletor side  
by side,  
Using magic and skill, forcing Skeletor to  
hide

Andrew Young  
Brookline, Massachusetts

Dear He-Man,

I like the way you battle  
against Skeletor and teach him  
a lesson. I like the way you  
say "By the Power of  
Grayskull!" One day, I hope to  
be as wise as you are. If you're  
ever near Earth, stop by and  
see me!

Shane Watkins  
Talladega, Alabama

Dear He-Man,

I think the posters in your  
magazine are great. I am  
seven years old. I really enjoy  
reading your stories. Tell  
everyone in Eternia hello for  
me.

Jason DeLunas  
West Plains, Missouri

Dear He-Man,

I love your magazine! I also love animals,  
so I decided to draw a picture of Panther  
for you. I am eleven and am a big fan of  
yours

Julie Britten  
Ontario, California

Dear He-Man,

I am ten years old. I wish I  
could help you on Eternia and  
beat Skeletor and his Evil  
Warriors. Some day I hope to  
be as strong as you. Tell Orko  
and Man-E-Faces I think  
they're great

Justin Mobley  
Maui, Hawaii

Dear He-Man,

I am in fourth grade and I like  
you and Orko and all your  
friends a lot. I like the puzzles  
and games in your  
magazines. Keep up the good  
work!

Brandon Herbert  
Mesquite, Texas

Send your letters and  
drawings, along with your  
age, to this address:

He-Man  
Telepictures Publications, Inc.  
300 Madison Avenue  
New York, NY 10017



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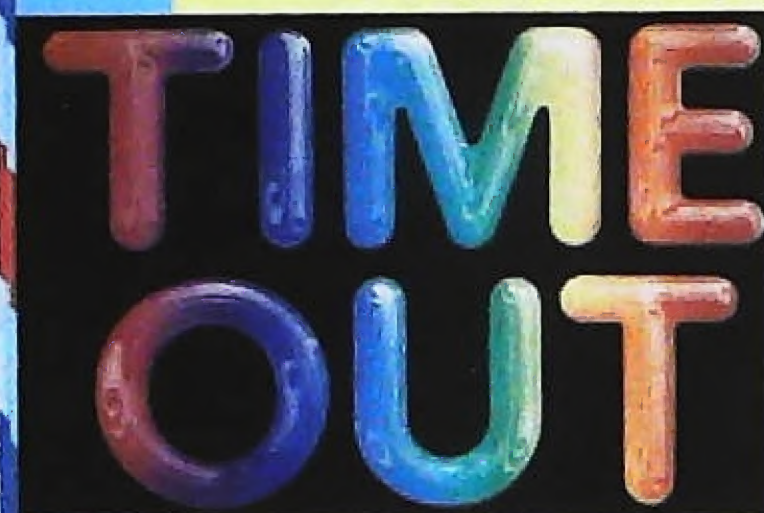


# ORKO EARTH REPORT

© Filmmation, 1985

## TELEVISION

What's new in news? Premiering in October is **Time Out**, a news show just for kids. It presents issues that concern you, from serious world events involving people your age, to interviews with young celebrities. A live audience of young people joins in open discussion so that you can hear what your peers are saying about the issues. In fact, the only adult on the show is the host! So tune in to **Time Out**. It's on NBC, once a month, after school.



© NBC TV, 1985.

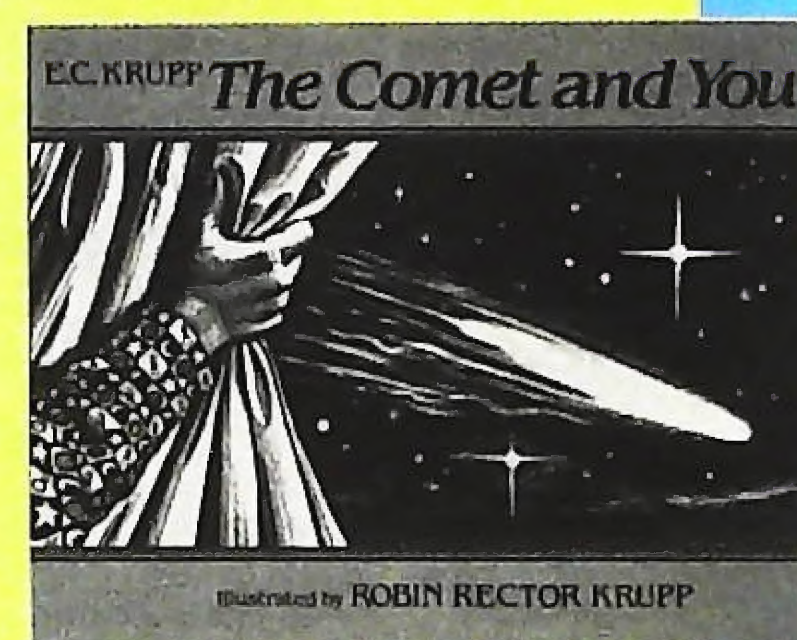
**Danger Bay** is coming your way on The Disney Channel. It's an exciting adventure series about Doc Roberts, a veterinarian, and his children, Jonah and Nicole. Doc runs the Vancouver Aquarium, where amazing sea shows thrill millions of visitors each year. Jonah and Nicole help their father with the marine animals there. But the family is often called outside the Aquarium—to rescue animals, conduct research, and settle problems between people and animals. That's where the danger comes in! Look for this super series in September.



© Walt Disney Productions, 1985.

## BOOKS

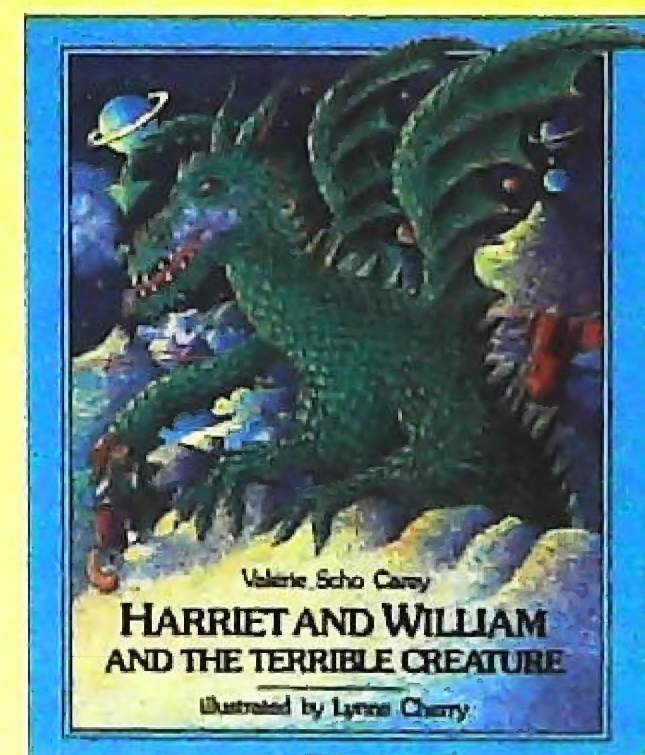
If you could move as fast as Halley's Comet, you could travel around the world in twelve minutes! There's more comet trivia in **The Comet and You** (Macmillan, \$12.95)—a stellar book full of fun comet facts. You'll find out all about the once-in-a-lifetime return of Halley's Comet, which is due back in our skies in 1986. This super book was written by E.C. Krupp, with terrific illustrations by Robin Rector Krupp.



Harriet and William are twins but they are very different. When daring Harriet takes her new space ship to a distant planet, she meets a strange rock-eating beast. She must convince her shy brother to return to space with her and help her out of her beastly problem. Together,

### Harriet and William and the Terrible Creature

(E.P. Dutton, \$11.95) share a fantastic adventure. Valerie Scho Carey is the author of this exciting tale, illustrated by Lynne Cherry.



## CIELEIBIRITY

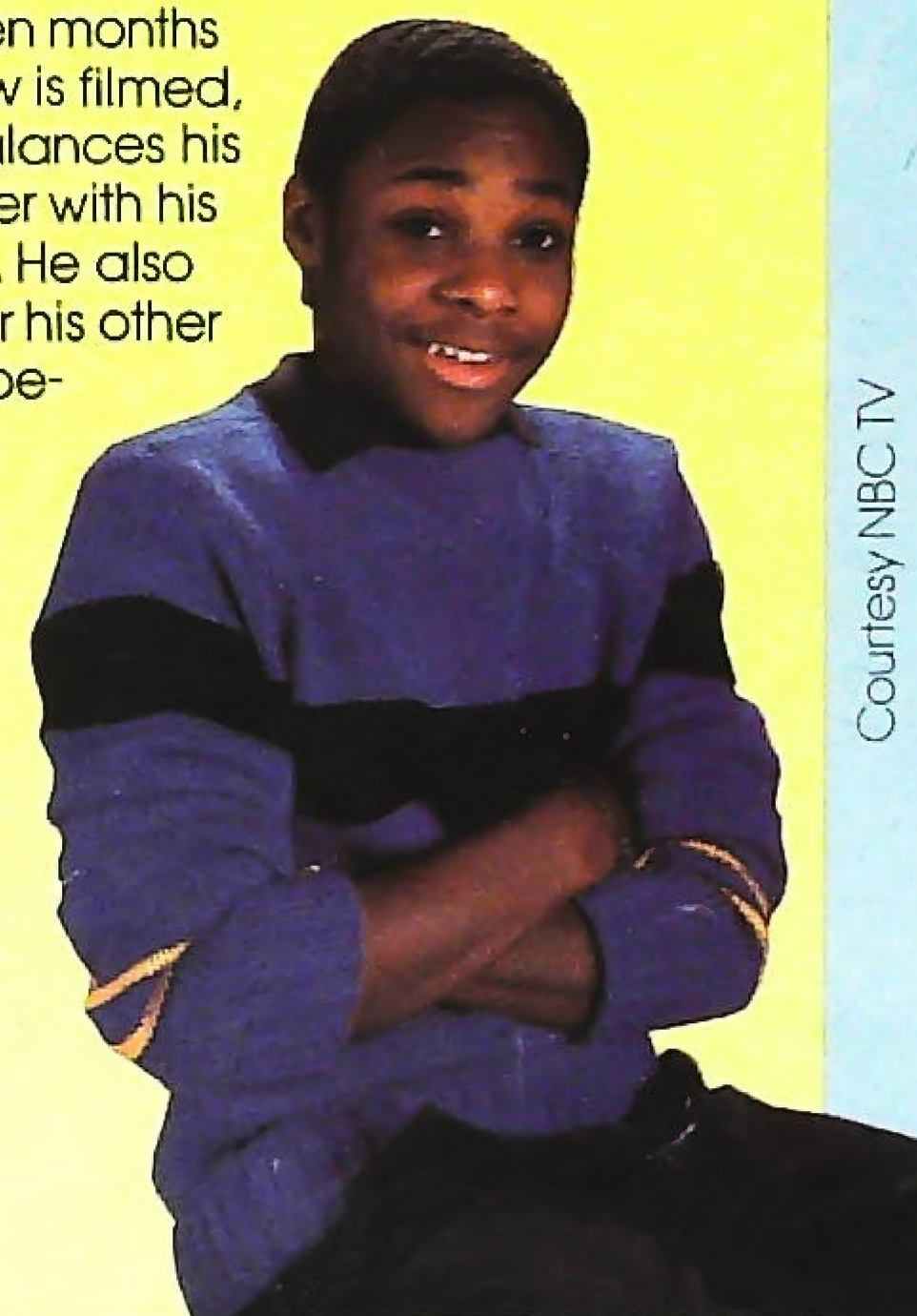
Talented **Malcolm-Jamal Warner** plays Theodore Brown on NBC's hit series, "The Cosby Show." Malcolm started acting four years ago when his mother enrolled him in an acting workshop. What started as a hobby soon became a successful career!

Malcolm's very first audition resulted in a co-starring role on ABC's "Matt Houston." Since then it's been non-stop activity for Malcolm. He's been in several other TV series, including "Fame" and "Call to Glory."

"The Cosby Show" now occupies most of Malcolm's time... and he loves it! Nothing compares to working with the one and only Bill Cosby. "He's the best!" says Malcolm. And what about working with four girls? Malcolm loves the attention he gets as the only boy on the show.

During the ten months that the show is filmed, Malcolm balances his acting career with his school work. He also finds time for his other interests, especially sports.

Look for Malcolm when he returns this season on "The Cosby Show."

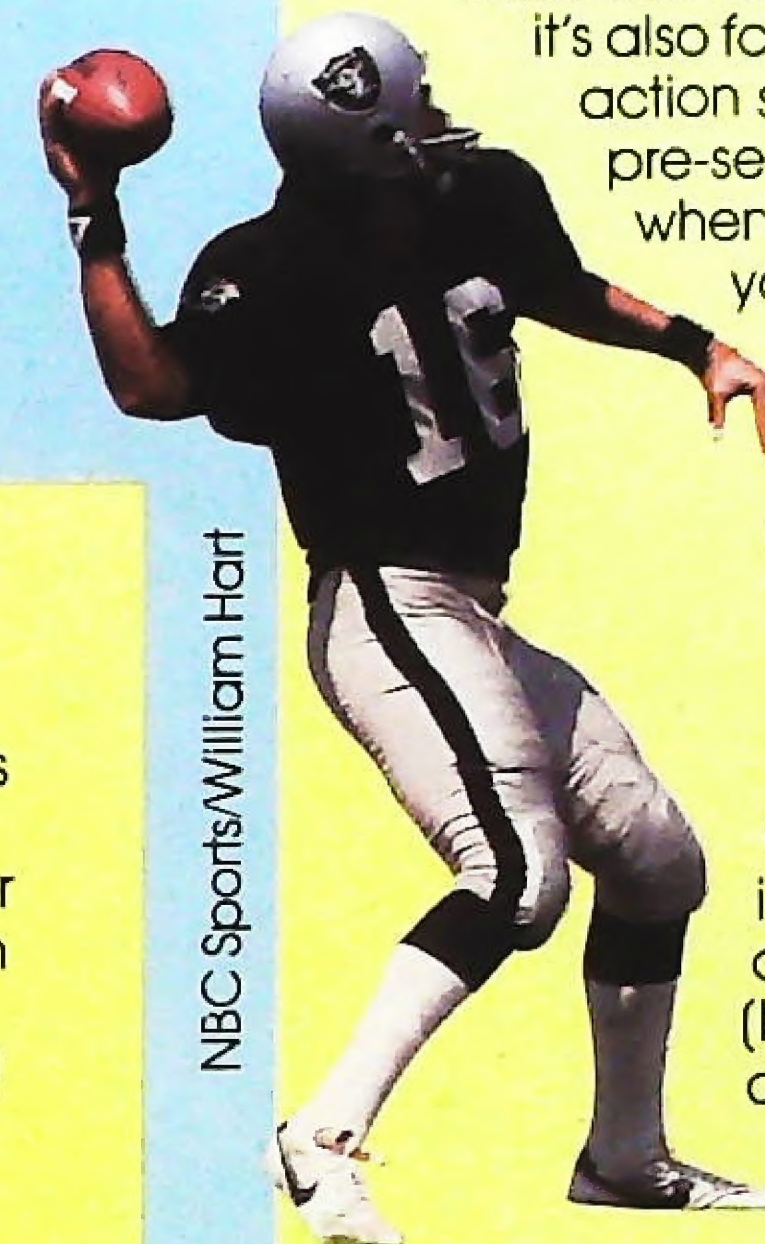


Courtesy NBC TV

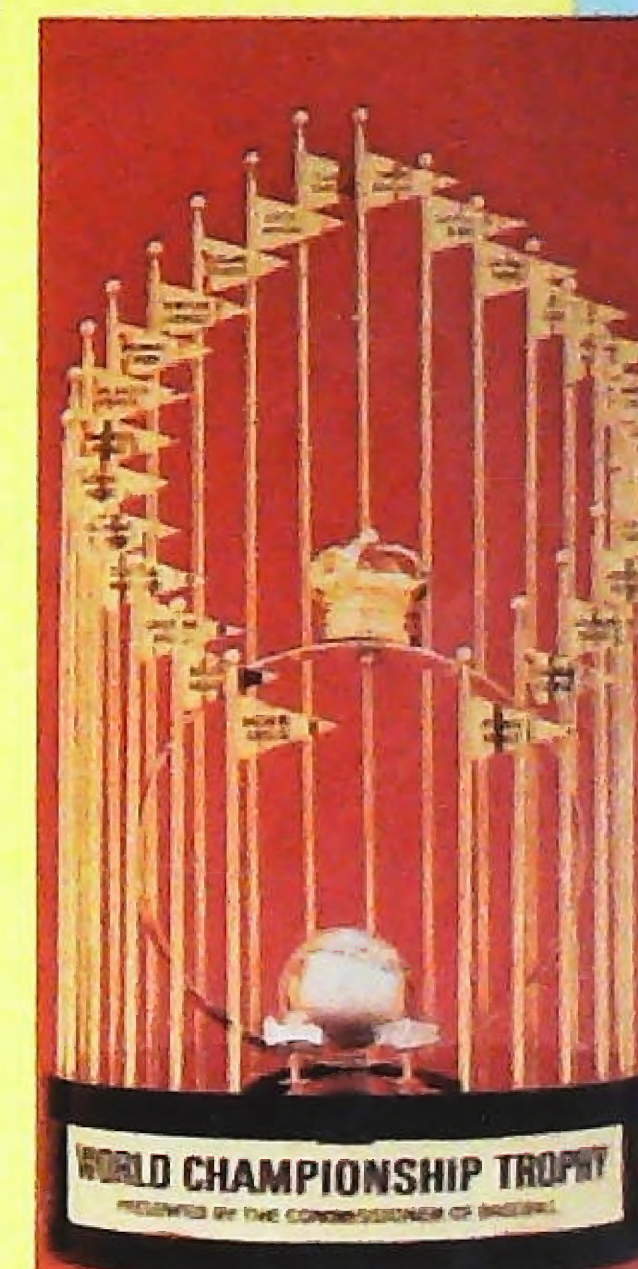
NBC Sports/William Hart

## SPORTS

For dedicated sports fans, Fall is more than a season of the year... it's also football season! The action starts in August with pre-season games. That's when you can see how your favorite team looks this year! Regular NFL play begins September 9 with regional games. Monday Night Football on ABC features games from the entire NFL. On Sundays, the AFC is covered on NBC, and the NFC is on CBS. (If you can remember all those initials you can skip training camp this year!)



And just as the football season is kicking off, the baseball season is winding down. American and National League regional play-offs begin October 8 on NBC. These exciting games lead up to the ultimate baseball event—the World Series! This year will be the 81st time the series has been played. The first game of the series will be played October 19 on ABC. The games continue until one team wins four out of seven possible games. Don't miss the action!



ABC Sports





# THE DARKEST DAY

by P.E. King

**T**he black dawn has come, my treacherous friends!" Skeletor howled through the halls of Snake Mountain. He hit the top of a large, gray crate with his Havoc Staff. "With this box, I will blanket Eternia in dark clouds of doom. I will blind every eye to justice and rule Eternia with the harshest hand. Not even He-Man can stop me!"

Tri-Klops and Webstor were looking on as Skeletor approached the box. "By the foul and ferocious forces of the Falazz Warriors, masters of blackness and blindness, I will release these horrendous clouds from the box in which they have been entombed for twenty generations," Skeletor shouted.

Carefully, he lifted the top from the gray box. Immediately, thick, black smoke poured out of the box. "Soon," Skeletor continued, "all of Eternia will be so thick with the smoke of the Falazz that heroes and villains alike will be unable to see the eyelashes on their own faces."

"He-Man and his warriors will be lost in the soupy black smog!" Webstor cheered.

"He-Man will not be able to find Castle Grayskull in the darkness," Tri-Klops laughed. "But, with my X-ray vision, I will be able to lead all of us to the Castle. Without He-Man to protect its great secrets, its powers will be ours for the taking!"

"And take them we will!" Skeletor laughed. "To Grayskull!" Led by Tri-Klops' X-ray vision, the evil three headed through the blackness toward Castle Grayskull.

As Skeletor and his conspiring henchmen headed for Castle Grayskull, the blue skies turned black throughout Eternia. The once-clear air now choked everything that breathed. Prince Adam knew that Skeletor was behind the smog's appearance. Without a moment's hesitation, he hoisted the Power Sword high above his head and shouted, "By the Power of Grayskull—I HAVE THE POWER!"

As the last remnants of light faded in Eternia, He-Man joined the other Heroic Warriors at the King's throne. "I know Skeletor is behind this treachery," He-Man said. "No doubt, it is another attempt to control the power of Grayskull. Grayskull is where we will find the vile villain. Man-At-Arms, Sy-Klone and I must beat Skeletor to the Castle."

"But how will we find Grayskull in the blackness?" Man-At-Arms asked.

"Don't worry!" He-Man answered. "I have the power. We will beat Skeletor to Grayskull."

With that, He-Man called upon Sorceress. Their minds met, and without a word, Sorceress and He-Man spoke.

"Please guide me through this darkness to Grayskull, Sorceress. I fear you are in grave danger," He-Man thought.

"Follow my voice, He-Man. My powers will guide you."

Led by the Sorceress' voice, the three heroes headed for Grayskull. As they neared the Castle, Sy-Klone asked, "How will we rid ourselves of this smoke? How can we fight Skeletor when he arrives if there is no light to see him?"

"The only light we need is ingenuity," He-Man said. "We will use this fog against Skeletor! When he arrives, I will create an energy sphere with the Power Sword. Then, Sy-Klone, spin yourself into a huge tornado. Once you have gathered all the clouds, we will capture them in the energy sphere and be rid of them forever!"

"With the sun suddenly shining again, we'll descend on those foul fiends and foil their plans with surprise," Man-At-Arms said. "I think I hear them approaching now!"

Sure enough, Tri-Klops led Skeletor and Webstor through the blackness. "We've reached Castle Grayskull, Skeletor," Tri-Klops said.







"Soon it will be our home, the source of our power, the means by which we will cast Eternia into the perpetual blackness of tyranny!" Skeletor said.

Suddenly there was a familiar voice from the darkness. "Not so fast, Boneface!"

And with that, a tremendous wind began to blow. The black clouds that covered Eternia spun together into a tighter and tighter circle. At last, the clouds formed an incredible tornado that stretched out of sight into the Eternia sky. At the bottom of the funnel, Sy-Klone stood, spinning the clouds over his head.

Light began to pour over Grayskull. Skeletor wasted no time in attacking the heroes. He hit Man-At-Arms with a blast from his Havoc Staff. Momentarily stunned, Man-At-Arms fell back into the powerful clutches of Webstor.

"Let me go!" Man-At-Arms shouted.

Tri-Klops went straight for He-Man. In the blink of an eye, He-Man rolled a fallen tree in Tri-Klops' path, sending the three-eyed monster flying. As Tri-Klops went flying off, Skeletor sneaked up behind He-Man and pushed him headlong into the energy sphere.

Man-At-Arms lifted Webstor up on his back. With a running start, the hero did a somersault right on top of Webstor. They both landed with a crunch that forced Webstor to let go of Man-At-Arms. Man-At-Arms quickly took Webstor's rope and wrapped the villain in it.

Sy-Klone collected the clouds together and stuffed the last wisps into the energy sphere. The fist-flinging hero didn't realize that He-Man was caught in the sphere, too.

Skeletor let out a tremendous evil laugh. "Ha, Ha, Ha! You dizzy fool. You've trapped He-Man in his own device! Now it is your turn to succumb to my powers." Skeletor raised his Havoc Staff high into the air and prepared to blast Sy-Klone into nothingness.

"Dream on, Bonehead!" Man-At-Arms shouted as he threw Webstor's hook and rope. The rope wrapped up Skeletor and bound him to Webstor.

"But how are we going to get He-Man out of the energy sphere without releasing the black clouds again?" Man-At-Arms shouted.

Sy-Klone took Webstor's hook and latched it to the sphere which held He-Man. He lifted the sphere onto his shoulders and with a tremendous throw, sent it into the bottomless ravine.

As Skeletor and Webstor fought to keep from being pulled over the edge of the ravine by the energy sphere, Man-At-Arms shouted, "Sy-Klone! He-Man is inside!"

"I know!" Sy-Klone answered. "I'm setting him free!"

Sure enough, He-Man suddenly pulled himself over the edge of the ravine by the rope. "Well, good-bye clouds, and hello Sy-Klone!" He-Man said.

"How did you know He-Man would get out?" Man-At-Arms asked Sy-Klone.

Sy-Klone laughed. "Even an energy sphere couldn't hold He-Man. But I needed to release him where the clouds wouldn't ruin everything. There's enough space in the ravine for those black clouds to spread as far as they want to without bothering anyone."

The three heroes watched Skeletor and Webstor struggle to keep from being pulled into the bottomless ravine. "Looks like they'll be busy for a while!" Man-At-Arms laughed.

"Getting you out of that energy sphere without sending Eternia back into the Dark Ages was quite a tough task," Sy-Klone said.

"Sometimes, Sy-Klone," He-Man said, "no matter how dark a problem seems, the only light you need to solve it is a little ingenuity."

THE END





# HE-MAN OF THE ISSUE



**Jason Van Beek** of Chino, California, is our super-talented He-Man of the Issue. Jason is a national champion in his age group in several different sports.

But there is something special about Jason's incredible athletic abilities—Jason competes in a wheelchair. He's a wheelchair sports champ!

When he was nine years old, Jason had a viral infection called Guilliane Barre Syndrome which left him paralyzed from the neck down. But as soon as Jason started his rehabilitation at Casa Colina Hospital, he knew that his illness wouldn't keep him from his natural love of sports. Slowly, with a lot of work, Jason has recovered strength in his arms, and some use of his legs.

Now Jason competes in wheelchair sports all over the country, and has won three gold medals in national competition. His favorite sports are tennis and basketball. Last year, Jason's basketball team won the national title! In state competition, Jason has won several tennis trophies and other medals and ribbons. Recently he started competing in five and ten kilometer road races, the events he finds the most challenging. Jason trains and practices with the other athletes in his junior sports program several times each week.

Jason can now walk with the help of leg braces and is making a remarkable recovery. Congratulations to Jason for his dedication and super accomplishments in wheelchair sports!

*You could be the next He-Man of the Issue! Describe your accomplishments at school, playing sports, or anywhere! Write: He-Man of the Issue, Telepictures Publications, Inc., 300 Madison Avenue, New York, NY 10017.*

## THE FIGHT FOR THE FRIGHT ZONE

Story by Jay Itzkowitz

Illustration by Paul Kirchner



IF I COULD CONTROL THE FRIGHT ZONE, HALF OF MY COMPETITION FOR ETERNIA WOULD BE GONE. BUT HOW? I STILL REMEMBER HORDAK'S FONDNESS FOR THE GAMES. HE COULD NEVER REFUSE A CHALLENGE.

HORDAK, I CHALLENGE YOU TO COMPETE IN A GAME OF FLASHBALL. THE PRIZE: THE FRIGHT ZONE.

YOU KNOW I NEVER RUN FROM A CHALLENGE. I WILL DEFEAT YOU IN A GAME OF FLASHBALL, THE ANCIENT SPORT OF ETHERIA. I TAUGHT YOU HOW TO PLAY. NOW WE SHALL SEE HOW WELL YOU LEARNED YOUR LESSONS.

GOOD TRY, MY PUPIL. NOW GET UP AND PRACTICE. FLASHBALL IS A GAME OF SKILL!

I LEARNED WELL INDEED, HORDAK. LEAD ME TO THE FLASHBALL FIELD.

Color by Cheryl Chalmers



HERE IS THE FIELD. SEE THE GORGE AT MIDFIELD, THE QUICKSAND, THE CRYSTALS, THE MOUNTAINS, THE WATERFALLS, AND THE GOAL CAGES, MADE OF ICE AND SURROUNDED BY STEEL RINGS.

AND HERE IS THE FLASHBALL-- A GLOWING MASS OF PROTONIC ENERGY. STANDARD RULES: TO SCORE A GOAL, THE BALL MUST LAND IN THE ICE CAGE. WHOEVER SCORES TWO GOALS FIRST WINS, AND I ASSUME YOUR TEAM WILL PLAY AS FAIRLY AS MINE. NO INTENTIONAL ROUGHNESS--HA,HA,HA!

REMEMBER, SKELETOR-- IF THE BALL FALLS INTO THE CHASM AT MIDFIELD...WELL, I NEED NOT REMIND YOU OF WHAT WILL HAPPEN.

HERE'S MY TEAM. KOBRA KAHN AT LEFT GUARD, WHIPLASH AT LEFT FORWARD,

SPIKOR AT RIGHT FORWARD, AND CLAWFUL AT RIGHT GUARD. I WILL BE CENTER FORWARD.

FACE-OFF!

AND MY TEAM: LEECH AT LEFT GUARD, MANTENNA AT LEFT FORWARD,

GRIZZLOR AT RIGHT FORWARD, AND MODULOK AT RIGHT GUARD. I WILL FACE YOU AT CENTER FORWARD, SKELETOR. LET THE GAME BEGIN!

HEY! NO FAIR!

AAGH! I'VE SPIKED MYSELF! YOU CHEATED!

GOAL!

MODULOK TIES THE SCORE FOR THE EVIL HORDE.

I'LL DRAIN ALL YOUR EVIL MIST, KOBRA KHAN!

YOU'LL CHOKE US BOTH, YOU FOOL!

LET'S SANDWICH HIM, SPIKEY!

HEY! THAT'S NOT ALLOWED!

THAT WASN'T SUCH A GREAT IDEA.

MY TEAM-- WHAT'S HAPPENED TO MY TEAM?

WHERE'S MY TEAM? GET UP YOU GOONS! IT LOOKS LIKE IT'S JUST THE TWO OF US NOW, HORDAK. COME AND GET ME!





# FOREST PHANTOM

One of Hordak's evil henchmen was hiding in the Eternia forest. But he couldn't hide for long, because the heroic master of camouflage found him. Starting with number 1, connect the dots and see who Moss Man captured in the forest.

See answer on page 23



Illustration by The Good Guys



# MEKANECK MAZE

Mekaneck is trapped in the deepest dungeon in the Fright Zone. By extending his mechanical neck, he can see that there is only one way out. But his escape route is tricky. Leech and Modulok are waiting for him. Mekaneck can only climb up the red ladders. And he can only slide down the green ramps. He can cross the yellow bridges in either direction.

Help Mekaneck get out of the dungeon... quickly, before Hordak and his henchmen catch him trying to escape!



Illustration by The Good Guys

Answer on page 23.

Remember, only you can prevent forest fires.

I can't

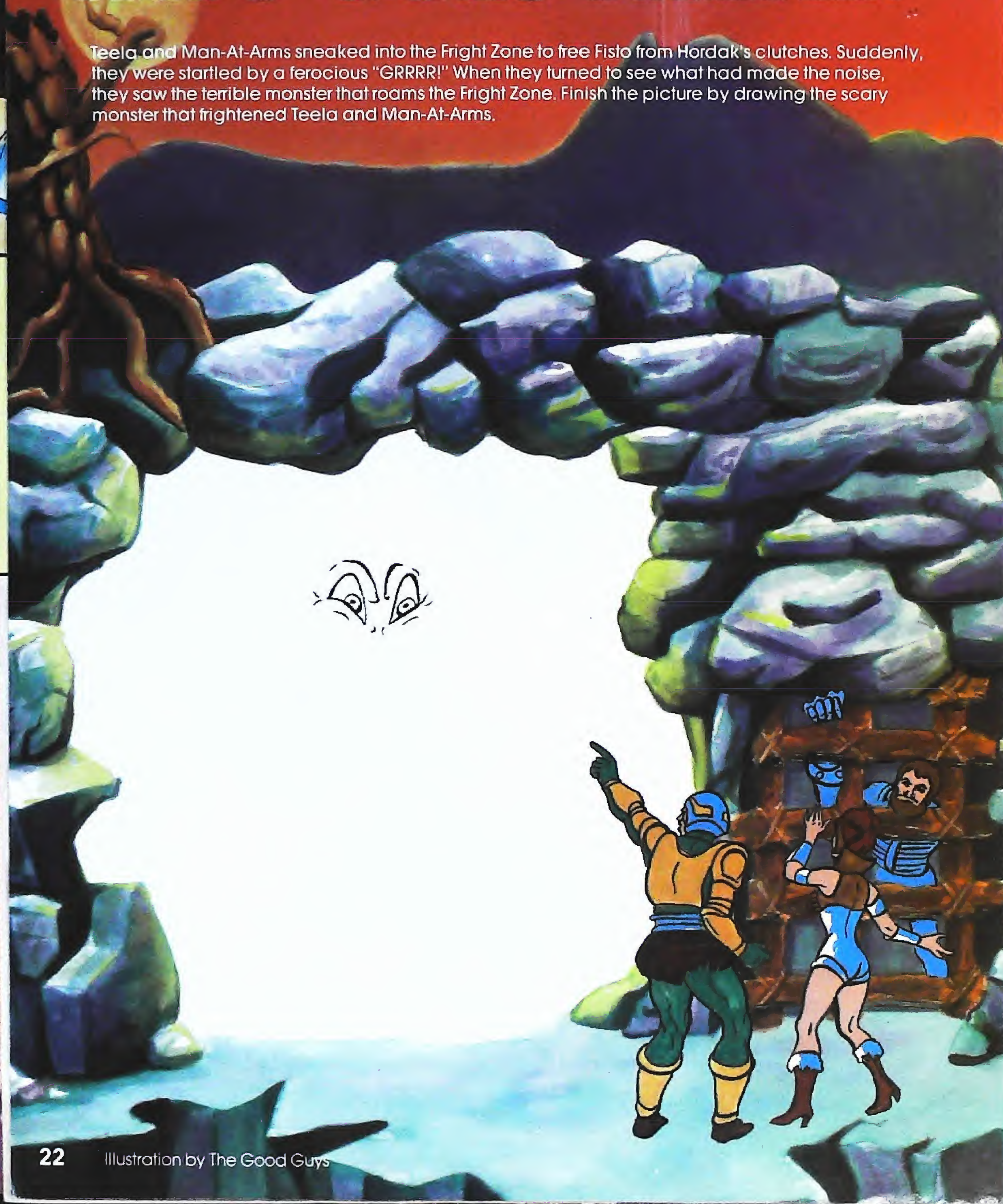


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# WHO GOES THERE?

Teela and Man-At-Arms sneaked into the Fright Zone to free Fisto from Hordak's clutches. Suddenly, they were startled by a ferocious "GRRRR!" When they turned to see what had made the noise, they saw the terrible monster that roams the Fright Zone. Finish the picture by drawing the scary monster that frightened Teela and Man-At-Arms.



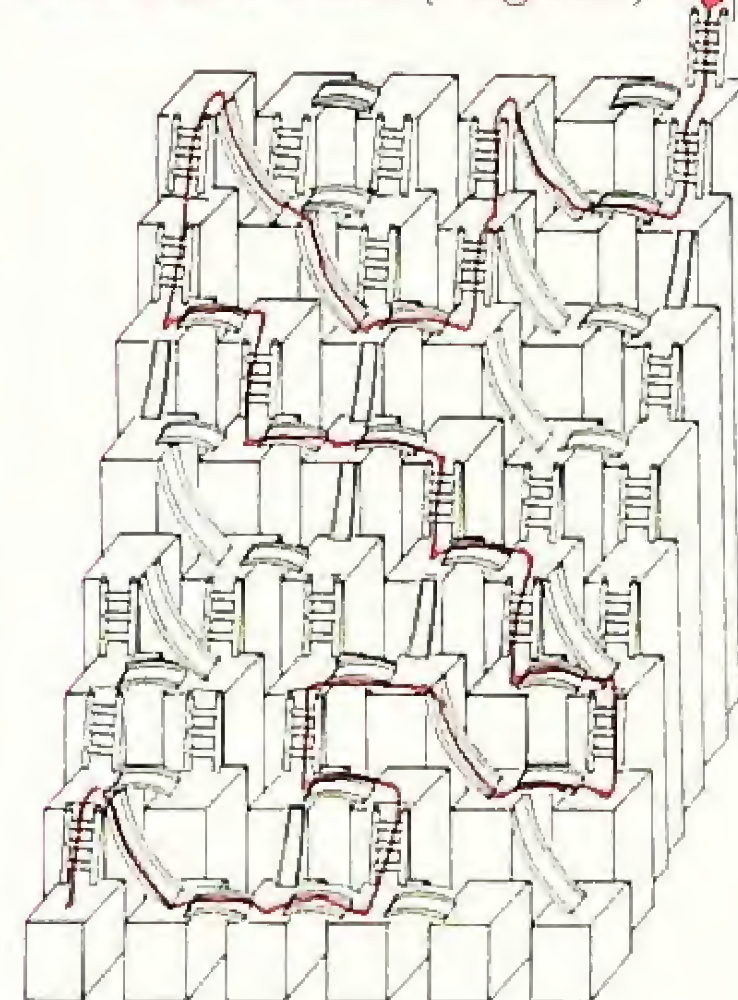
## ANSWERS

Forest Phantom (Page 19)

The evil henchman was Mantenna.



Mekaneck Maze (Page 20)



Mystery Message (Page 24)

Fisto and Stridor go to Castle Grayskull, but before long they are ambushed by Webstor and Whiplash. Fisto swings his fist which knocks them flat. Atop Stridor, Fisto arrives safely.

Are you ready for fun and excitement?  
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You're on a quest for a dragon's fabulous treasure. With the help of the wizard Zarkon, you've reached the top of a tower near the dragons' den when suddenly the evil dragon master Tarlane appears! Should you try to escape? Or stand your ground and take your chances with Tarlane...

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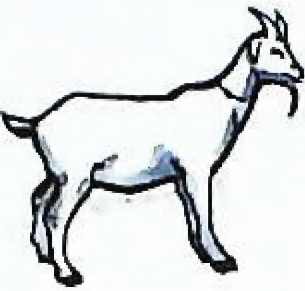
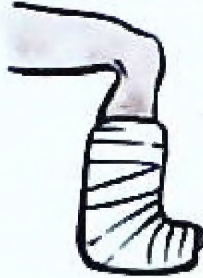
























Bantam Books





# MYSTERY MESSAGE

Here is a puzzling message for you to decipher. Each picture represents a word in the message. By adding the pictures and the letters together, you'll find out what some of the Heroic Warriors have been doing to help the forces of good in Eternia. It may help if you say the words out loud.

	+	O	&	STRI	+		
2		+	L		+		
	+	4		TH	+		R
AM	+		+	D	B	+	
	+		&		+		•
	+	O		+	S	HIS	
			FL	+		•	
A	+		STRI	+		,	
R	+		+	S		+	LY

# TA-DA!



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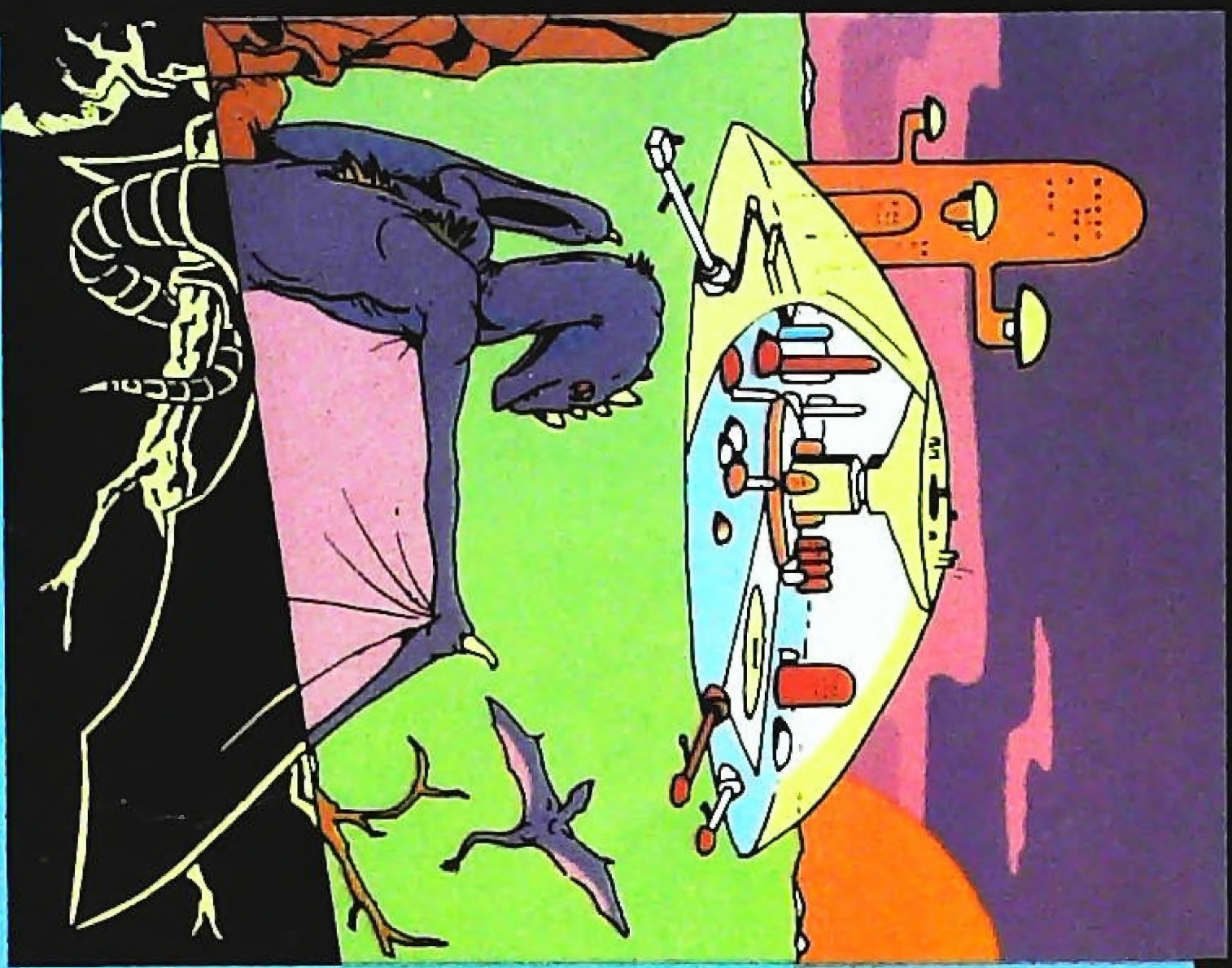
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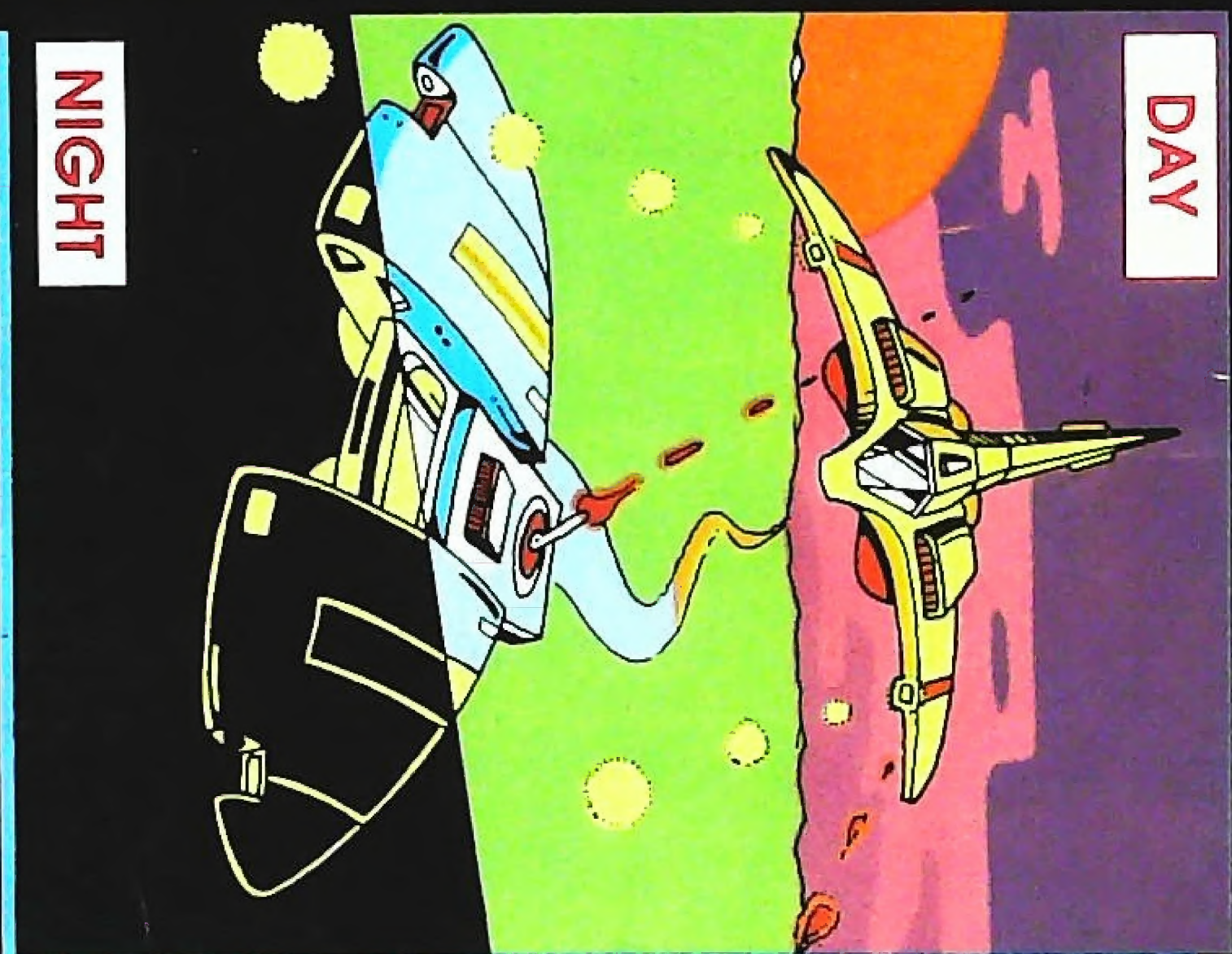
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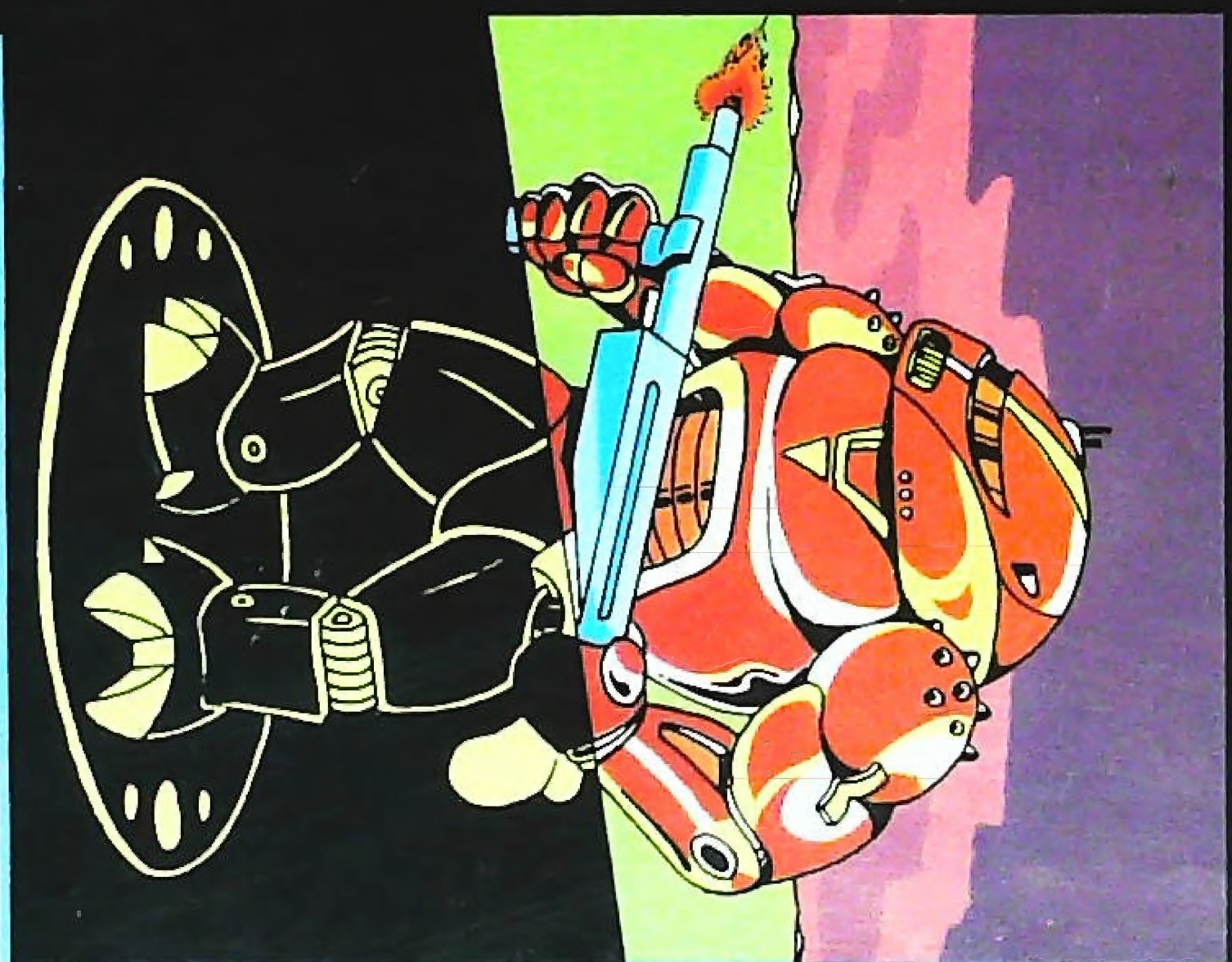
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**DAY**



**NIGHT**



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Illustration by Cheryl Chalmers  
Game Concept by Dick Codd



Escape from the Fright Zone to the safety of Eternia.  
Be the first player to reach Castle Grayskull!

**You will need:**

- one die
- playing pieces (a coin, a button, or your action figures)

**Instructions:**

Roll the die to see who goes first. Move your playing piece forward according to the number on the die. If you land on a space with instructions, follow them. The first player to arrive at Castle Grayskull wins.

- If you land on a Power Sword, take another turn.
- If you land on the Dimensional Gate, you automatically move from Etheria into Eternia. (But if you land on the Eternia side, you fall back into Etheria and must wait until your next turn to roll again.)

**Escape to Eternia**



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*As Sy-Klone and Moss Man look on, He-Man  
battles the evil Beast Monster in the Fright Zone.*